

WHAT IS CLAIMED IS:

1 1. A game comprising:
2 a base unit;
3 a target area attached to the base unit and having multiple target sections;
4 a launch area attached to the base and configured for bouncing a playing piece into
5 one of the multiple target sections; and
6 an electronic controller configured to monitor the target sections and control game
7 play.

1 2. The game of claim 1 wherein each target section comprises an aperture for
2 receiving the playing piece.

1 3. The game of claim 1 wherein the target area further comprises a series of
2 concentric, upstanding, circular walls, each circular wall defining one of the multiple target
3 sections.

1 4. The game of claim 3 wherein each target section comprises an aperture for
2 receiving the playing piece.

1 5. The game of claim 1 further comprising a detection system to determine when
2 a playing piece is bounced into one of the multiple target sections.

1 6. The game of claim 5 wherein the detection system is an optical detection
2 system.

1 7. The game of claim 6 wherein:
2 the target area further comprises a series of concentric, upstanding, circular walls,
3 each circular wall defining one of the multiple target sections and each target section
4 comprises an aperture for receiving the playing piece; and
5 the optical detection system comprised an optical detector located near each aperture
6 and an optical emitter arranged such that a beam emitted from the emitter is directed towards
7 the optical detectors.

1 8. The game of claim 1 wherein the launch area is formed from a firm material
2 and the playing piece is formed from an elastic material.

1 9. The game of claim 1 wherein the launch area is formed from an elastic
2 material and the playing piece is formed from a firm material.

1 10. The game of claim 1 wherein the target area is attached to the base unit such that
2 the base unit and the target area form an obtuse angle.

1 11. A game comprising:
2 a base unit;
3 a target area attached to the base unit and having multiple target sections;
4 means for bouncing a playing piece into one of the multiple target sections; and
5 an electronic controller configured to monitor the target sections and control game
6 play.

1 12. The game of claim 1 wherein the target area further comprises a series of
2 concentric, upstanding, circular walls, each circular wall defining one of the multiple target
3 sections.

1 13. The game of claim 12 wherein each target section comprises an aperture for
2 receiving the playing piece.

1 14. The game of claim 1 further comprising means for detecting when a playing
2 piece is bounced into one of the multiple target sections.

1 15. The game of claim 14 wherein the means for detecting when a playing piece is
2 bounced into one of the multiple target sections comprises an optical detection system.

1 16. The game of claim 15 wherein:

2 the target area further comprises a series of concentric, upstanding, circular walls,
3 each circular wall defining one of the multiple target sections and each target section
4 comprises an aperture for receiving the playing piece; and

5 the optical detection system comprises an optical detector located near each aperture
6 and an optical emitter arranged such that a beam emitted from the emitter is directed towards
7 the optical detectors.

1 17. A target game comprising:

2 a base unit;

3 a target area attached to the base unit such that the base unit and the target area form
4 an obtuse angle, the target area comprising at least first and second upstanding, concentric
5 circular walls, the first upstanding circular wall defining a first target section, the first target
6 section including a first aperture, and the second upstanding circular wall defining a second
7 target section, the second target section having a second aperture;

8 a trampoline attached to the base unit in front of the target area, the trampoline
9 configured for bouncing a playing piece into one of the first or second target sections such
10 that the playing piece passes into the first or second aperture.

1 18. The target game of claim 17 further comprising an optical detection system to
2 determine if a playing piece passes through the first or second aperture.

1 19. The target game of claim 18 wherein the optical detection systems comprises:

2 a first optical detector located near the first aperture;

3 a second optical detector located near the second aperture; and

4 an optical emitter for emitting an optical beam towards the first and second optical
5 detectors.

1 20. The target game of claim 19 further comprising an electronic controller to
2 monitor the optical detection system and to control game play.